

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

Please amend the subtitle as follows:

**WE CLAIM WHAT IS CLAIMED IS:**

1. (Currently Amended) A method for the generation of a three dimensional fractal subsurface structure by Voronoi tessellation and computation of gravity response of such fractal structure, by generation of fractal subsurface structures ~~which are very close to the natural setting of the subsurface geology and provides computation of~~ a forward gravity response of such structures-structure for delineation of ~~the~~ an underlying anomalous object, said method comprising:

- (a) selecting Voronoi centers at a plurality of locations over a region of interest, the Voronoi centers being represented by ~~X, Y, Z~~ x, y, z co-ordinates;
- (b) generating an initial model of ~~the~~ a subsurface fractal geological object, having variation in a physical property ~~such as density~~ in lateral and vertical directions; the initial model being generated by tessellating, the Voronoi centers, and assigning values of physical property variations during generation of the model on the basis of pre-determined assumptions in the model;
- (c) assigning different ~~colours~~ discernable representations to regions in the model which have different physical properties such as density to enable demarcation.

2. (Currently Amended) A method as ~~claimed~~ in claim 1 wherein the fractal subsurface model is generated by a modified Voronoi tessellation technique which comprises modifying the Voronoi tessellation by using  $L^p$  norm, where p is an exponent which can assume any real value, thereby enabling greater range for generation of different fractal sub-surfaces, which are ~~very close~~ closer to ~~the~~ a real geological ~~situations~~ situations.

3. (Currently Amended) A method as ~~claimed~~ in claim 1 wherein the natural setting of the geological subsurface being modeled is selected from the group consisting of: a sedimentary basin, hydrocarbon deposits, oil reservoirs, aquifers and mineral deposits.

4. (Currently Amended) A method as ~~claimed in claim 1~~ for the generation of a three dimensional fractal subsurface structure by Voronoi tessellation and computation of gravity response of such fractal structure, by generation of fractal subsurface structures and computation of a forward gravity response of such structure for delineation of an underlying anomalous object, said method comprising:

(a) selecting Voronoi centers at a plurality of locations over a region of interest, the Voronoi centers being represented by x, y, z co-ordinates;

(b) generating an initial model of a subsurface fractal geological object, having variation in a physical property in lateral and vertical directions; the initial model being generated by tessellating the Voronoi centers, and assigning values of physical property variations during generation of the model on the basis of pre-determined assumptions in the model;

(c) assigning different discernable representations to regions in the model which have different physical properties to enable demarcation;

wherein the computation of a gravity response due to a fractal subsurface generated by modified Voronoi tessellation is carried out by an analytical expression which comprises:

(a) demarcating boundaries of regions having a different physical property, ~~such as density~~ in the tessellated region, the boundaries forming a polygonal shape in 2-dimensional space;

$$V = G\rho \sum_{i=1}^n [W \arccos\{(x_i/r_i)(x_{i+1}/r_{i+1}) + (y_i/r_i)(y_{i+1}/r_{i+1})\} \\ - \arcsin \frac{zq_i S}{(p_i^2 + z_i^2)^{1/2}} + \arcsin \frac{zf_i S}{(p_i^2 + z_i^2)^{1/2}}]$$

Where S= +1 if p<sub>i</sub> is positive, S= -1 if p<sub>i</sub> is negative,

W= +1 if m<sub>i</sub> is positive, W= -1 if m<sub>i</sub> is negative,

'Z' is depth and 'n' is number of sides in the polygon.

G is universal gravitational constant, ρ is the density of the tessellated regions;

$$p_i = \frac{y_i - y_{i+1}}{r_{i,i+1}} x_i - \frac{x_i - x_{i+1}}{r_{i,i+1}} y_i,$$

$$q_i = \frac{x_i - x_{i+1}}{r_{i,i+1}} \frac{x_i}{r_i} + \frac{y_i - y_{i+1}}{r_{i,i+1}} \frac{y_i}{r_i},$$

$$f_i = \frac{x_i - x_{i+1}}{r_{i,i+1}} \frac{x_{i+1}}{r_{i+1}} + \frac{y_i - y_{i+1}}{r_{i,i+1}} \frac{y_{i+1}}{r_{i+1}},$$

$$m_i = \frac{x_{i+1}}{r_{i+1}} \frac{y_i}{r_i} - \frac{y_{i+1}}{r_{i+1}} \frac{x_i}{r_i},$$

$$r_i = + (x_i^2 + y_i^2)^{1/2},$$

$$r_{i+1} = + (x_{i+1}^2 + y_{i+1}^2)^{1/2},$$

$$r_{i,i+1} = + [(x_i - x_{i+1})^2 + (y_i - y_{i+1})^2]^{1/2}.$$

where the effect of a common arm of the adjacent polygon is removed;

- (b) repeating the gravity response computation due to the polygon for all adjacent polygons of different physical properties using the demarcated polygon boundary;
- (c) adopting the process of gravity response computation for tessellated regions lying at different depths to obtain a response; and
- (d) integrating the response using Simpson/Gauss quadrature formula at plurality of grid nodes overlain on the region of interest.

5. (Currently Amended) A method as ~~claimed in claim 1~~ wherein ~~the~~ results are achieved through self-written software, which generates a Voronoi tessellated subsurface region and computes a gravity response of the same.

6. (Currently Amended) A method as ~~claimed in claim 1~~ ~~being~~ which is applied to geophysical inversion, wherein the tessellated regions are altered by changing the position of Voronoi centers in each iteration.